


WIZARD: SCHOOL OF OCCULTISM - NO IMAGES

CCULTISM DEALS WITH MAGIC OUT OF THE normal scope of users of the Weave. This often dangerous, highly powerful magic is sometimes referred to as dark magic, is esoteric and mostly done in secret because it has highly negative connotations for many of the general populace.

Occultists of the past have had a mad lust for power, coupled with a yearning for control. This sent them to the deepest, darkest corners of Arcana and their actions lead them to become ostracised by their peers. The word evil became synonymous with this Occult magic, and today in many places it's treated with the same disdain as Necromancy.

The Occultist holds the power to open portals to a monstrous dimension, and call forth Aberrations, abominations and monstrous creatures. This intense power, however, may come at a cost; the steep price to pay for these potent magics may be the instigators very sanity.

BEASTLY FAMILIAR

At 2nd level when you choose this subclass, when you cast the Find Familiar spell, you can choose one of the normal forms for your familiar or the special form of a Cranium Rat familiar.

DARKNESS MANIPULATION

At 2nd level, you create a cube in which darkness permeates more than normal, as if it drains the surrounding areas of their shadow. As a bonus action you can create a 10ft cube, and you can do so a number of times equal to your Intelligence modifier per day. Within the cube; bright light becomes dim light and dim light becomes darkness. Also, a character with dark vision that would normally perceive darkness as if it were dim light cannot do so in this cube. The cube remains for 1 minute, and it is not magical darkness. This feature improves at certain wizard levels. The minimum size of the cube remains 10ft on each side, but at level 5 the size of the cube can be up to 20ft on each side. At level 11 it can be up to 30ft on each side, and at level 18 it can be up to 40ft on each side.

OTHERWORLDLY DARK HUNGER

At 6th level you learn the Hunger of Hadar (3rd level Warlock) spell. It counts as a Wizard spell for you.

RATS IN THE WALLS

At 6th level, when you have a Cranium Rat familiar, you can magically rend it from one creature into many. As an action, you can make your Cranium Rat familiar into a Swarm of Cranium Rats familiar. It lasts this way until an hour passes, or if it begins its turn below 10 HP, at which point it reverts to your Cranium Rat familiar. If it reaches 0 HP it disappears. You can use this feature a number of times per day equal to your Proficiency bonus.

ELDRITCH RITUAL

At 10th level, by drawing the sigils and correct summoning circle in the air you can summon a monster from the outer worlds to do your bidding. As an action, you can burn a spell slot of appropriate level to summon a creature from the Eldritch Ritual Table.

You summon the creature for 1 hour and this requires concentration.

Each round you have the creature summoned and are in initiative, at the beginning of your turn you must make an Eldritch Ritual Roll. For this you roll a d20 and add your Intelligence modifier and Proficiency bonus as your mind battles to keep hold of the creature. The DC you need to meet = 10 + CR summoned. An Eldritch Ritual Roll is not an Ability Check or a Saving throw. You get a bonus +1 to your Eldritch Ritual Rolls for every level of spell slot burned above the level needed to summon that creature.

The creature you summon is telepathically bonded to you, follows all your telepathic commands, and acts on your initiative.

If you maintain concentration for the full hour, the creature vanishes back to its plane of existence.

If you lose concentration, the telepathic bond is broken and the creature no longer follows your commands. It becomes hostile either to A) everyone, B) you and your allies, or C) just you. Your DM will decide, or you can roll a d6 (1-2 just you, 3-4 you and your allies and 5-6 everyone). It remains for minimum 1 more round, at which point you can use your reaction at the end of yours or the creature's turn to send it back to where it came. You can do this by either A) expending a spell slot equal to the CR rating minus 2, in which case it instantly vanishes, or B) attempting to send it back with an Intelligence Saving Throw against your own Save DC. Or at the end of the hour, it vanishes. You can send the summoned creature back to its own plane in either way described above if you are still concentrating.

If at any point you fail your initiative roundly Eldritch Ritual Roll, the monster's mind has battled yours and you have lost. You lose control of the creature. It has broken through into the plane you are currently on, and will not disappear after 1 hour. You instantly make a Constitution Saving Throw and an Intelligence Saving Throw.

If the Intelligence result is higher - you fully comprehend the terror and reality of the situation. You are horrified, and take Psychic damage equal to a number of d6s times the creature's challenge rating, have the Frightened condition for the summoned creature, but can now otherwise act normally.

If, however, the Constitution result is higher - the fullness of understanding of the situation is lost on you, and so is a part of your current sanity. You are instantly affected by the Enemies Abound spell, without a saving

throw and without concentration for the spell's full duration. The DM decides the target and the spell that you use, or it is determined at random, rolling:

- A d8 to determine direction, selecting the nearest creature with the closest approximation to the line.
- A d6 to determine spell level that will be cast. If you don't have any more spell slots at that level, you cast at the nearest available spell level, rounding up, including spell slots above 6th level. The spell cast must be offensive (requiring an Attack roll or Saving Throw on the target's part) and can be an Area of Effect, potentially encompassing other creatures, including the caster.

ELDRITCH RITUAL TABLE

Eldritch Ritual Table		
Creature	Challenge Rating	Minimum Spell Level
Gibbering Mouther	CR2	2
Grick	CR2	2
Nothic	CR2	2
Deep Scion	CR3	3
Grell	CR3	3
Neogi	CR3	3
Chuul	CR4	4
Otyugh	CR5	5
Mind Flayer	CR7	7
Cloaker	CR8	8
Howler	CR8	8
Aboleth	CR10	8 (minimum level 17)

N.B.

When summoning an Aboleth, you will have either a -2 to your Eldritch Ritual Rolls if expending an 8th level spell slot, or -1 to your Eldritch Ritual Rolls if expending a 9th level spell slot.

EMPOWERED INSANITY

At 14th level, in times of dire need you can open your mind to the horrors you've kept at arms length to learn secrets that mortals were never meant to glimpse - but in the process push your fragile sanity ever closer to the edge.

Once per day as a bonus action, you may choose to gain a spell slot of 6th level or higher, of a level which you normally have spell slots for. In order to do so you must give up points from your Wisdom score. The cost of a 6th level spell slot is 1 Wisdom, 7th level is 2 Wisdom, 8th level is 3 Wisdom and 9th level is 4 Wisdom. The loss of your Wisdom score is permanent.